

The diagram illustrates a system for detecting a player's position on a table. It features two players, 2000 and 3000, each equipped with a sensor (220L and 220R) and a CCD (240L and 240R). A field generator (250) is positioned between them. The system also includes a CCD (230) and a sensor output (210L and 210R). The table is labeled 1000, and the mallets are labeled 260L and 260R. The diagram shows the spatial arrangement of these components and the flow of information from the sensors to the output.

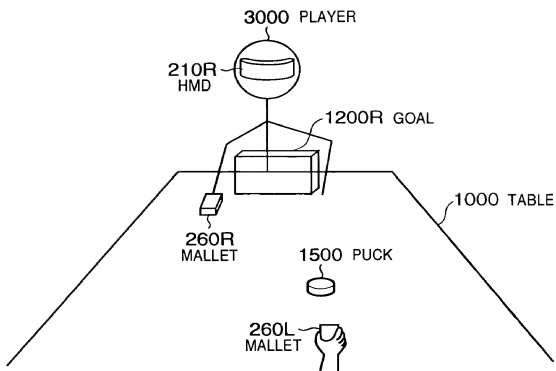
**FIG. 2**



FIG. 3

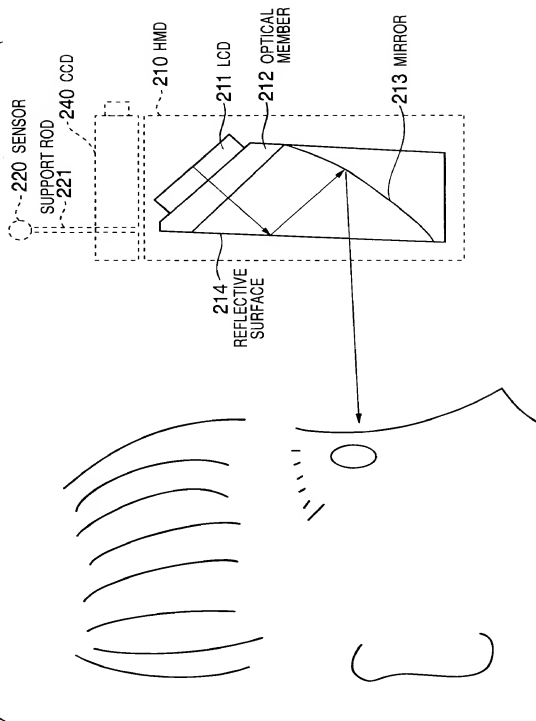


FIG. 4

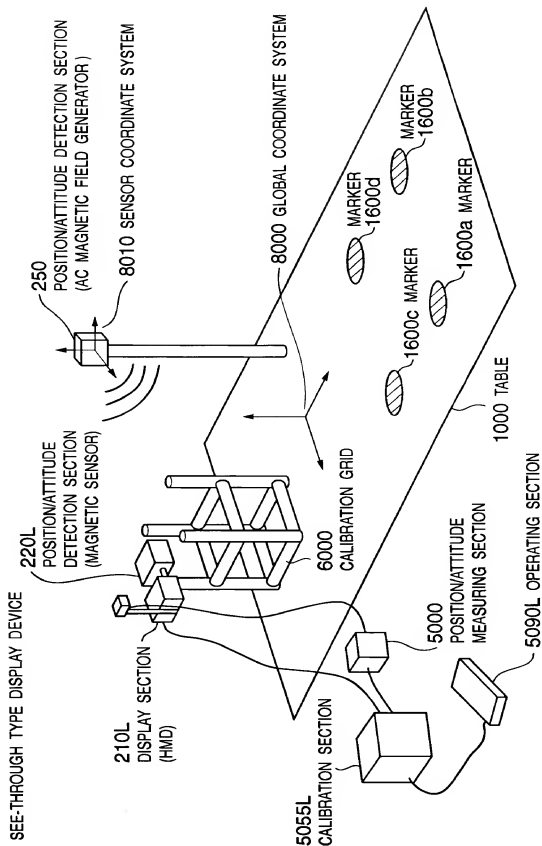




FIG. 7A

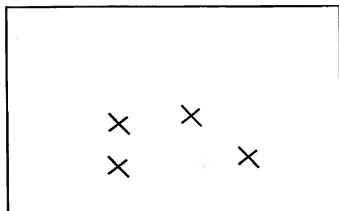


FIG. 7B

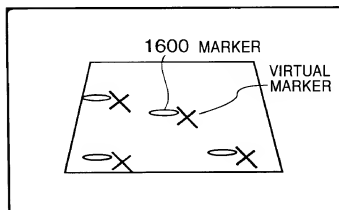
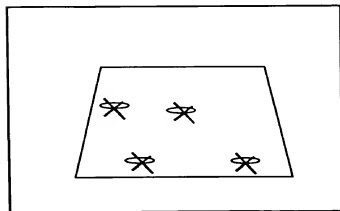
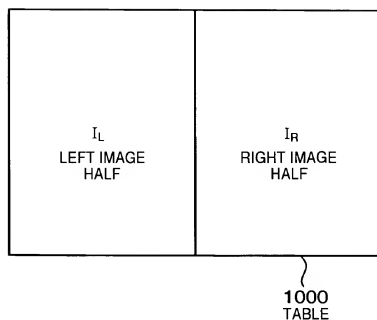


FIG. 7C



**FIG. 12**

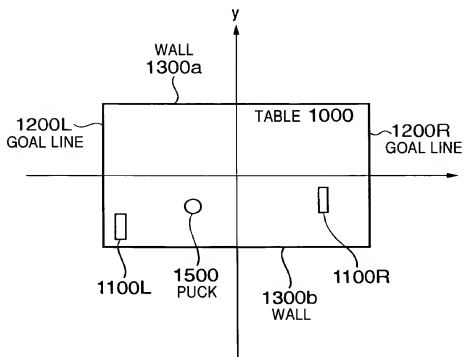
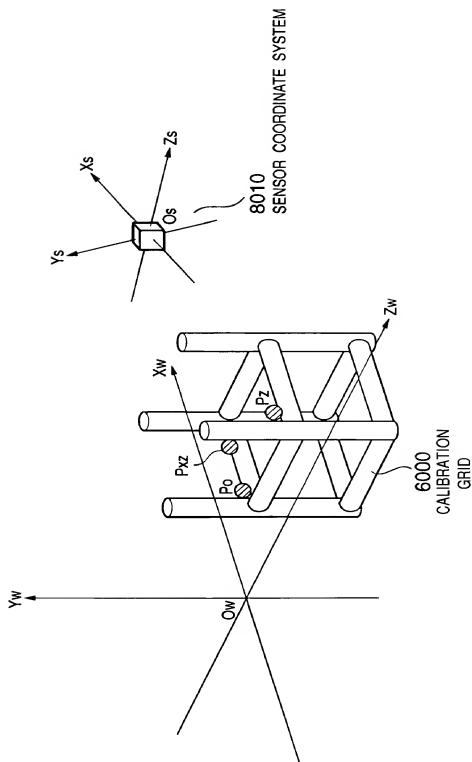
**FIG. 14**

FIG. 18



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FIG. 19

